THE KING OF FIGHTERS 2000

Weak Punch • Weak Kick • Strong Punch • Strong Kick A • B • C • D

Retreat • Forward Dash • Run ← ← • → → • → →

Recovery Roll • Body Blow A B • C D

Back • Front Evade ← • → A B

Guard Cancel Body Blow block ← • ↙ C D

Guard Cancel Back • Front Emergency Evade block ← • → A B

Strike Bomb Replenish START

Needs 1 Power Stock

Striker Call B C

↳ **Bonus Striker Call** B C

Counter Mode Activate A B C

Needs 3 power stocks. Can execute Desperation Moves, Guard Cancels and Guard Escapes indefinitely. If life is flashing red, Super Desperation Moves are unavailable.

Light normals inflict much more hitstun, comparable to heavy normals.

Armor Mode Activate B C D

Needs 3 power stocks, the damage the player takes from enemy attacks decreases.

When struck by the opponent once in the middle of an attack, the player attack resumes as normal

Desperation Moves, Super Desperation Moves, Guard Cancels and Guard Escapes are unavailable.

Super Cancel S. CANCEL

Special move cancellable into Desperation Move or Super Desperation Move

Play as Kula Diamond

On character select screen, press START on: Whip, Vanessa, Seth, Maxima, K', Random Select Box

Then press ↑ ↓ , Kula will appear below Random Select Box

Desperation Move

Requires 1 Power Gauge Stock

Super Desperation Move

Requires 2 Power Gauge Stocks

Move	Input
One Inch	→ A
Knee Assault	→ B
Spot Pile	close → C
Knee Strike	close → D
Iron Trigger	↓↘→ A • C
↳ Second Shoot	→ B
↳ Second Shell	→ D
↳ Blackout	← B • D
Crow Bites S. CANCEL	→↓↘ A • C
↳ 2nd Bites	C → B • D
After C version of Crow Bites	
Blackout	↓↘→ B • D
Minute Spike	air ↓↙← B • D
Heat Drive	↓↘→ ↓↘→ A • C hold
Chain Drive	↓↘→ →↘↓↙← A • C
Chain Drive	↓↘→ →↘↓↙← A C

Move	Input
Mongolian S. CANCEL	→ A
M9 Kata Maxima Missile	↘ C
Dynamite Drop	close ← • → C
Choking Vice	close ← • → D
System 1: Maxima Scramble	↓↘→ A
↳ Double Bomber	↓↘→ A
↳ Bulldog Press	↓↘→ A
System 2: Maxima Scramble	↓↘→ C
↳ Double Bomber	↓↘→ C
↳ Bulldog Press	↓↘→ C
System 3: Maxima Lift	→↘↓↙← B • D
↳ Centaur Press	→ B • D
M-4 Type Vapour Cannon S. CANCEL	↓↙← A • C
M-11 Type Dangerous Arch	close →↘↓↙← B • D
M-19 Type Blitz Cannon	→↓↘ B • D
Bunker Buster	↓↘→ →↘↓↙← A • C
Maxima Revenger	close →↘↓↙← →↘↓↙← B • D
Maxima Revenger	close →↘↓↙← →↘↓↙← B D

Move	Input
Teikuu	↘ B
(throw) Arm Whip	close ← • → C
(throw) Flying Mayor	close ← • → D
Feint Step	↺ A • C hold
Tiger Neck Chancery	close ↻ A • C
Rolling Sobat	↻ B • D
↳ Flying Body Attack	↻ B • D
Somersault	↻ B • D
El Diablo Amarillo Ramon	↺ ↻ B • D
Tiger Spin	close ↻ ↻ A • C
Tiger Spin	close ↻ ↻ A C

Move	Input
One-Two Puncher S. CANCEL	→ A
Sliding Puncher	↘ B
(throw) Dynamite Puncher	close ← • → C
(throw) Clinch Puncher	close ← • → D
Puncher Weaving	↺ A • C hold
↳ Dash Puncher	→ A • C
↳ Parrying Puncher	← A • C
↳ Puncher Vision Kouhou • Zenpô	← • → B • D
↳ ↳ Puncher Upper	→ A
↳ ↳ Puncher Straight	→ C
Puncher Vision Kouhou • Zenpô	↺ • ↻ B • D
↳ Puncher Upper	→ A
↳ Puncher Straight	→ C
↳ Puncher Weaving	← A • C hold
Parrying Puncher	↻ A • C
↳ Super Cancel	C
Machine Gun Puncher	↻ A • C tap
Dash Puncher S. CANCEL	← → A • C
Champion Puncher	close ↻ ↻ A • C
Crazy Puncher	↺ ↻ A • C
Crazy Puncher	↺ ↻ A C

BENIMARU NIKAIDO

Jack Knife Kick	→ B
Flying Drill	air ↓ D
Spinning Knee Drop	air close ← ~ ↓ ~ → C • D
Catch and Shoot	close ← • → C
Front Suplex	close ← • → D
Raijin Ken S. CANCEL	air A • C
Shinkuu Katategoma S. CANCEL	A • C
Iai Geri	B • D
↳ Handou Sandan Geri	↓ ↑ B • D
Super Inazuma Kick	B • D
Genei Hurricane	B • D
Raiko Ken	A • C
Raiko Ken	A C

SHINGO YABUKI

Ge Shiki: Goufu 'Kakkodake'	→ B
Hatsugane	close ← • → C
Issetsu Seoi Nage Fukanzen	close ← • → D
100 Shiki: Oniyaki Mikansei	A • C
101 Shiki: Oborogurama Mikansei	B • D
114 Shiki: Aragami Mikansei	A
115 Shiki: Dokugami Mikansei	C
212 Shiki: Kototsuki Mikansei S. CANCEL	B • D
Shingo Kinsei Ore Shiki Nietogi	close B • D
Shingo Kick	B • D
Ge Shiki: Kake Hourin	A • C
Shingo Kinsei Ore Mu Shiki	A • C
Shingo Kinsei Ore Mu Shiki	A C

LIN

Move	Command
Benpatsu Ken	→ A
Higi Hakkyoku Ken: Dakai	↘ C
Akuzan	close ← • → C
Akuzan Ki	close ← • → D
Tetsuzanbu Rasetsu	↻ A • C
↳ Nagi	↺ A • C
↳ Hakkei S. CANCEL	→ A • C
Kasumi S. CANCEL	A • C
Muei Kusashu	A • C
Himou Kyaku	B • D
Hiten Kyaku	↺ B • D
Hizoku Ougi Yougou	↺ ↺ B • D
Hizoku Ougi Ranbu: Dokuga	↺ ↺ A • C
Hizoku Ougi Ranbu: Dokuga	↺ ↺ A C
Hizoku Ougi Senshu: Rakan Satsu	↓ ↓ ↓ A C

SETH

COMMAND MOVES (CHAINABLE)	
Tackle	→ A
Rolling Sobat	← A
Mae Age Geri	→ B
Sliding Kick	↘ B
Sho-Yoh S. CANCEL	↻ A • C
Ashi-Tori	D
Doh-Kuzushi	B
Kyu-Getsu S. CANCEL	↺ B • D
Koh-Getsu	air ↻ A
Raku-Getsu	air ↻ B
An-Getsu	air ↻ C
Ei-Getsu	air ↻ D
Elbow Strike	close ← • → C
Tomoe Nage	close ← • → D
Morote Sho-Yoh	↻ ↻ A • C
Irimi-Nadazuki	↻ ↺ B • D
Doh-Tori-Shichimonsatsu	↻ ↺ A • C
Doh-Tori-Shichimonsatsu	↻ ↺ A C

TERRY BOGARD

Move	Command
Hammer Punch	→ A
Rising Upper	↘ C
Grasping Upper	close ← • → C
Buster Throw	close ← • → D
Power Wave S. CANCEL	↓↘→ A
Power Dunk	→ ↓↘→ B • D
Round Wave S. CANCEL	↓↘→ C
Burn Knuckle	↓↙← A • C
Rising Tackle S. CANCEL	↓ ↑ A • C
Crack Shoot	↓↙← B • D
High Angle Geyser	↓↘→ ↓↘→ B • D
Power Geyser	↓↙← ↙ → A • C
Power Geyser	↓↙← ↙ → A C

ANDY BOGARD

Move	Command
Uwa Agito	→ B
Age Omote	↘ A
Gourin Kai	close ← • → C
Kakekomi Nage	close ← • → D
Hishô Ken	↓↙← A
Geki Hishô Ken S. CANCEL	↓↙← C
Shoryudan S. CANCEL	→↓↘ A • C
Kûhadan	←↙↓↘→ B • D
Ukabe Haisuishou	close ←↙↓↘→ A • C
Zaneiken	↙ → A • C
↳ Shippu Ouken S. CANCEL	↓↘→ C
Genei Shiranui	air ↓↘→ B • D
↳ Shimo Agito S. CANCEL	A • C
↳ Uwa Agito	B • D
Zanei Ryûsei Ken	↓↙← ←↙↓↘→ A • C
Chou Reppadan	↓↙← ↙ → B D
Chou Reppadan	↓↙← ↙ → B D

JOE HIGASHI

Low Kick	→ B
Slide Kick	↘ B
Hiza Jigoku	close ← • → C
Leg Throw	close ← • → D
Bakuretsu Ken	A • C tap
↳ Bakuretsu Finish S. CANCEL	A • C
Hurricane Upper S. CANCEL	A • C
Ôgon no Kakato	B • D
Tiger Kick S. CANCEL	B • D
Slash Kick	B • D
Bakuretsu Hurricane Tiger Kakato	A • C
Shijou Saikyou no Low Kick	B • D hold
Screw Upper	A • C
Screw Upper	A C

BLUE MARY

Hammer Arch S. CANCEL	← • → A
Double Rolling	← • → B
Climbing Arrow	↘ B
Victor Nage	close ← • → C
Head Nage	close ← • → D
Spin Fall	A • C
↳ M. Spider	A • C
Real Counter	A • C
↳ Backdrop Real	A • C
↳ Head Crash	B • D
M. Reverse Facelock	B
M. Head Buster	D
Vertical Arrow S. CANCEL	B • D
↳ M. Snatcher	B • D
Straight Slice S. CANCEL	← → B • D
↳ Crab Clutch	B • D
M. Typhoon	close B • D
M. Splash Rose	A • C
M. Dynamite Swing	B • D
M. Dynamite Swing	B D

RYO SAKAZAKI

Hyouchuu Wari	→ A
Jôdan Uke	→ B
Gedan Uke S. CANCEL	↓ B
Tani Otoshi	close ← • → C
Tomoe Nage	close ← • → D
Koô Ken S. CANCEL	↻ A • C
Koho Shippu Ken S. CANCEL	↺ A • C
Koho S. CANCEL	↻ A • C
Zan Retsu Ken	→ ← → A • C
Mouko Raijin Setsu	↻ B • D
Hien Shippû Kyaku	↺ B • D
Tenchi Haoh Ken	↻ ↻ A • C
Haô Shôkô Ken	→ ↺ A • C
Ryûko Ranbu	↻ ↺ A • C
Haô Shôkô Ken	→ ↺ A C
Ryûko Ranbu	↻ A C

ROBERT GARCIA

Kouryuu Gokya Geri	← • → A
Ryuu Hanshuu	← • → B
Nidan Sokudou Geri	↘ B
Hien Ryuu Jin Kyaku	air ↘ B • D
Ryuutobi Kyaku	close ← • → C
Kubikiri Nage	close ← • → D
Ryû Geki Ken S. CANCEL	← → A • C
Ryuu Zanshou	↓ ↑ B • D
Hien Senpû Kyaku	← → B • D
Sen'en Renbu Kyaku S. CANCEL	close ↓ ↑ A • C
Kuzuryuu Sen	↻ ↻ B • D
Haô Shôkô Ken	→ ↺ A • C
Ryûko Ranbu	↻ ↺ A • C
Ryûko Ranbu	↻ ↺ A C

Trap Kick	→ B
Sliding Kick	↘ D
Hold Rush	close ← • → C
Hook Buster	close ← • → D
Mirage Dance	close A • C
Mirage Kick S. CANCEL	A • C
Venom Strike S. CANCEL	B
Double Strike S. CANCEL	D
Trap Shot	B • D
Surprise Rose	A • C
Tornado Kick	B • D
Silent Flash	B • D
Illusion Dance	B • D
Illusion Dance	B D

Oni Guruma	→ A
Hisha Otoshi	← A
Kawara Wari S. CANCEL	→ B
Keima Uchi	↘ B
Oosotogari	close ← • → C
Ippon Seoi Nage	close ← • → D
Koô Ken	A • C
Mouko Senkai Kyaku S. CANCEL	A • C
Zan Retsu Ken	→ ← → A • C
Shôran Kyaku	B • D
Hien Shippû Kyaku	↙ → B • D
Shin Kishin Geki	close A • C
Haoh Shi Koô Ken	→ A • C hold
Ryûko Ranbu	A • C
Ryûko Ranbu	A C

LEONA HEIDERN

Move	Input
Heidern Inferno	air close ← ~ ↓ ~ → C • D
Strike Arch	← • → B
Leona Crush	close ← • → C
Ordeal Buckler	close ← • → D
X Caliber S. CANCEL	air ◌ A • C
Baltic Launcher	← → A • C
Moon Slasher S. CANCEL	↓ ↑ A • C
Ground Saber S. CANCEL	← → B • D
↳ Gliding Buster S. CANCEL	→ D
With D version of Ground Saber	
Earring Bakudan Ichi	◌ B • D
Earring Bakudan Ni: Heart Attack	◌ B • D
↳ Explosion	◌ B • D
Grateful Dead	◌ ◌ A • C
Rebel Spark	◌ ◌ B • D
V Slasher	air ◌ ◌ A • C
V Slasher	air ◌ ◌ A C

WHIP

Move	Input
Alpha	close ← • → C
Zed	close ← • → D
Whip Shot	→ A tap x5
Assassin Strike 'Code: BB'	◌ A C • B • D
Boomerang Shot 'Code: SC' S. CANCEL	◌ A • C
Hook Shot 'Code: Kaze'	air ◌ A • C
Strength Shot Type A Code: Yuuetsu S. CANCEL	◌ A hold
↳ Strength Shot Type D Code: Ame	D
Strength Shot Type B Code: Chikara S. CANCEL	◌ B hold
↳ Strength Shot Type D Code: Ame	D
Strength Shot Type C Code: Shouri S. CANCEL	◌ C hold
↳ Strength Shot Type D Code: Ame	D
Sonic Slaughter 'Code: KW'	◌ ◌ A • C
Sonic Slaughter 'Code: KW'	◌ ◌ A C

RALF JONES

Move	Command
Dynamite Headbutt	close ← • → C
Northern Lights Bomb	close ← • → D
Vulcan Punch	A • C tap
Gatling Attack S. CANCEL	← → A • C
Kyuukouka Bakudan Punch	↓ ↑ A • C
Kyuukouka Bakudan Air Punch	air ↻ A • C
Super Argentine Backbreaker	close ↻ B • D
Ralf Kick	B • D hold
Ralf Tackle S. CANCEL	↻ B • D
Umanori Vulcan Punch	↺ ↻ B • D
Bari Bari Vulcan Punch	↻ ↻ A • C
Bari Bari Vulcan Punch	↻ ↻ A C
Galactica Phantom	↻ ↻ A C

CLARK STILL

Move	Command
Stomping	→ B
Nageppanashi German	close ← • → C
Fisherman Buster	close ← • → D
Death Lake Drive	air close ← ~ ↓ ~ → C • D
Gatling Attack S. CANCEL	← → A • C
↳ Napalm Stretch	close ↻ A • C
↳ ↳ Flashing Elbow	↻ A • C
Mount Tackle	↻ A • C
↳ Clark Lift	↓ ↓ A
↳ Lift (D.D.T.)	↓ ↓ C
↳ ↳ Flashing Elbow	↻ A • C
↳ Rolling Cradle	↓ ↓ B • D
Napalm Stretch	close ↻ A • C
↳ Flashing Elbow	↻ A • C
Frankensteiner	↻ B • D
↳ Flashing Elbow	↻ A • C
Super Argentine Backbreaker	close ↻ B • D
↳ Flashing Elbow	↻ A • C
Running Three	↻ ↻ B • D
Ultra Argentine Backbreaker	close ↻ ↻ A • C
Ultra Argentine Backbreaker	close ↻ ↻ A C

ATHENA ASAMIYA

Renkantai	→ B
Phoenix Bomb	air ↓ B
Sankaku Tobi	air corner ↗
Psychic Shoot	air close ← ~ ↓ ~ → C • D
Psychic Throw	close ← • → C
Bit Throw	close ← • → D
Psycho Ball S. CANCEL	A • C
Psycho Sword S. CANCEL	air A • C
Psychic Teleport S. CANCEL	B • D
Phoenix Arrow S. CANCEL	air B • D
Psycho Shoot S. CANCEL	A • C
Psycho Reflector S. CANCEL	B
New Psycho Reflector S. CANCEL	D
Phoenix Fang Arrow	air B • D
Shining Crystal Bit	air A • C
↳ Crystal Shoot	A • C
↳ Cancel	A B C D
Shining Crystal Bit	air A C
↳ Crystal Shoot	A • C
↳ Cancel	A B C D

SIE KENSOU

Kobobute	→ A
Gosentai	→ B
Sunda	close ← • → C
Tomoe Nage	close ← • → D
Choukyuudan S. CANCEL	A • C
Ryuu Sou Geki	air A • C
Ryuu Renga Chiryuu	A
Ryuu Renga Tenryuu	C
Ryuu Gakusai S. CANCEL	B • D
Senkyuu Tai	B • D
Ryuu Renda S. CANCEL	A • C tap
Chouryuu Renken	A • C
Shinryuu Seioh Rekkyaku	B
Shinryuu Tenbu Kyaku	D
Shinryuu Tenbu Kyaku	B D

CHIN GENTSAI

Suibo Hyoutan Geki	→ A
Gou Inshu	close ← • → C
Sakaashi Nage	close ← • → D
Hyoutan Geki S. CANCEL	↺ A • C
Ryurin Horai S. CANCEL	↺z A • C
Kaiten-teki Kuutotsuken S. CANCEL	↺ B • D
Suikan Kan'ou	↓ ↓ A • C
↳ Choushuu Rikugyo	→ A • C
↳ Kaiten-teki Kuutotsuken	→ B • D
↳ Cancel	A B C D
Bogetsu Sui	↓ ↓ B • D
↳ Ryuu Ja Hanhou S. CANCEL	↑ B
↳ Rigyo Hanhou	↑ D
↳ Kaiten Teki Kuutotsuken	→ B • D
↳ Cancel	A B C D
Suihaikou	↻ A • C
↳ Fun'en Kou	↻ A • C
↳ Gou'en Shourai: Kai S. CANCEL	↺z A • C
Gou'en Shourai	↻ ↺ A • C
Gouran Enpou	↻ ↻ A • C
Gouran Enpou	↻ ↻ A C

Sankaku Tobi	air, corner	↗
Soushou	air	↓ A
Hikida	air	↓ B
Kawasaki		→ A
Senheki Shuu		→ B
Senshou Shuu		↘ B
Rikatsu Shuu		↘ D
Genei Tougi	close	← • → C
Critical Throw	close	← • → D
Psycho Ball Attack: Raise S. CANCEL		↓↘→ A
Psycho Ball Attack: Front S. CANCEL		↓↙← A
Psycho Ball Attack: Air Front	air	↓↙← A
Psycho Ball Attack: Bound S. CANCEL		↓↘→ B
Psycho Ball Attack: Air Bound	air	↓↘→ B
Psycho Ball Attack: Reflect		↓↙← B
Psycho Ball Crash: Raise S. CANCEL		↓↘→ C
Psycho Ball Crash: Front S. CANCEL		↓↙← C
Psycho Ball Crash: Air Front	air	↓↙← C
Psycho Ball Crash: Bound S. CANCEL		↓↘→ D
Psycho Ball Crash: Air Bound	air	↓↘→ D
Psycho Ball Crash: Reflect		↓↙← D
Psycho Ball Attack: MAX		↓↙← ↓↙← A • C
Psycho Ball Crash: SP		↓↙← ↓↙← B • D
Psycho Ball Attack: MAX		↓↙← ↓↙← A C
Psycho Ball Crash: DX		→ ←↙↓↘→ B D

MAI SHIRANUI

Sankaku Tobi	[air] [corner] ↗
Tsubakuro no Mai	→ B
Benitsuru no Mai	↘ B
Daiwa Fuusha Otoshi	[air] ↓ A
Ukihane	[air] ↓ B
Yurazaume	[air] ↓ D
Yume Sakura	[air] [close] ← ~ ↓ ~ → C • D
Shiranui Gourin	[close] ← • → C
Fuusha Kuzushi	[close] ← • → D
Kachousen S. CANCEL	↓↘→ A • C
Ryuuenbu S. CANCEL	↓↙← A • C
Sayochidori	↓↙← B • D
↳ Ryuuenbu	↓↙← A • C
Musasabi no Mai Kûchû	[air] ↓↙← A • C
Musasabi no Mai Chijou	↓ ↖ ~ ↗ A • C [hold]
↳ Ukihane	↓ B • D
↳ Yurazaume	↓ A • C
↳ Toukajou Tsubute	[close] ↓ B • D
Koyasen Tori	↓↙← A • C
Hissatsu Shinobi Bachi	←↙↓↘→ B • D
Hana Arashi	↓↘→ ↓↘→ A • C
Hôô no Mai	↓↙← ↓↙← A • C
Chou Hissatsu Shinobi Bachi	↓↙← ←↙↓↘→ B • D
Chou Hissatsu Shinobi Bachi	↓↙← ←↙↓↘→ B D

YURI SAKAZAKI

Move	Input
Tsubame Yoku	→ A
Senkai Kyaku	→ B
↳ Tsuika Kougeki **S. CANCEL**	→ B
Tsubame Otoshi (throw)	[air] [close] ← ~ ↓ ~ → C • D
Oni Harite (throw)	[close] ← • → C
Silent Nage (throw)	[close] ← • → D
Koô Ken	↓↘→ A • C
↳ Haô Shôkô Ken	A • C [hold]
Yuri Chô Knuckle	↓↙← A • C [hold]
Yuri Chô Upper **S. CANCEL**	→↓↘ A • C
↳ Kuuga	→↓↘ A • C
With C version of Yuri Chô Upper	
Rai Ou Ken	↓↘→ B • D
Yuri Chô Mawashi Geri	↓↙← B • D
Hyakuretsu Binta	→↘↓↙← → B • D
Metsuki Zan Kuuga	↓↘→ ↓↘→ A • C
Hien Hôô Kyaku	↓↘→ →↘↓↙← B • D
Hien Hôô Kyaku	↓↘→ →↘↓↙← B D
Shin Cou Upper	↓↘→ ↓↘→ B D

KASUMI TODOH

Move	Input
Messhin Mutoh	[counter] ←↙↓↘→ B
Saishou Inshuu	[counter] ←↙↓↘→ D
Hiji Ate	→ A
Maki Age (throw)	[close] ← • → C
Aiki Nage (throw)	[close] ← • → D
Kasane Ate **S. CANCEL**	[air] ↓↘→ A • C
Tatsumaki Souda **S. CANCEL**	[close] →↘↓↙← A • C
Hakusan Tou **S. CANCEL**	↓↙← B • D
Senkou Nagashi	↓↙← A • C x3
Hanshin: Morote Gaeshi	[counter] ↓ ↓ B • D
Chou Kasane Ate	↓↘→ ↓↘→ A • C
Shingan: Kuzu Otoshi	↓↘→ →↘↓↙← A • C
Shingan: Kuzu Otoshi	↓↘→ →↘↓↙← A C

HINAKO SHIJOU

Move	Input
Maemitsu Tataki	↘ A
Nodowa	↘ C D
Kakeguri	↘ D
Tasuki Nage	close ← • → C
Uwate Nage	close ← • → D
Harite (Sendai)	→ A A
Harite (Nishiki)	→ A C
Tsuppari	→ B B
Tsukidashi	↻ A • C
Tsuki Otoshi	↺ A • C
Yori Giri	close ↻ B • D
Kote Nage	close ↻ B • D
Kake Nage	close ↺ → B • D
Gôshô Hineri	↻ ↻ B • D
Gôshô Hineri	↻ ↻ B D

KIM KAPHWAN

Move	Input
Tora Yopuchagi	→ A
Nerichagi	→ B
Kubikime Otoshi	close ← • → C
Sakkyaku Nage	close ← • → D
Hishô Kyaku S. CANCEL	air ↻ B • D
Han Getsu Zan S. CANCEL	↺ B • D
Hien Zan	↓ ↑ B • D
↳ Tenshôzan	↓ D
After D version of Hien Zan	
Haki Kyaku S. CANCEL	↓ ↓ B • D
↳ Hôô Kyaku	← → B • D
↳ Hôô Kyaku	← → B D
Ryûsei Raku S. CANCEL	← → B • D
Hôô Hiten Kyaku	↻ ↻ B • D
Hôô Kyaku	air ↺ ↙ → B • D
Hôô Kyaku	air ↺ ↙ → B D

CHANG KOEHAN

Hike Nage	↘ A
Hagangeki	close ← • → C
Kusari Jime	close ← • → D
Tekkyu Funsai Geki S. CANCEL	← → A • C
Tekkyu Dai Kaiten	A • C tap
Tekkyu Taiko Uchi	↻ B • D
Dai Hakai Nage	close ↻ → A • C
Tekkyu Dai Bousou	⟳⟲ A • C
Tekkyu Dai Bokusatsu	⟳⟳ B • D
Tekkyu Dai Assatsu	⟳⟳ A • C
Tekkyu Dai Assatsu	⟳⟳ A C

CHOI BOUNGE

Sankaku Tobi	air corner ↗
Mukuro Zuki	← • → A
Toorima Geri	← • → B
Zujou Sashi	close ← • → C
Geketsu Tsuki	close ← • → D
Kaiten Tobisaru Zan	⟲ A • C
↳ Kishuu Tobisaru Tsuki	A • C
↳ Hishô Kyaku	air close ⟳ B • D
Tatsumaki Shipû Zan	↓ ↑ A • C
Senpû Tobisaru Satotsu	← → A • C
↳ Houkou Tenkan	any direction A • B • C • D x2
Hishô Kuu Retsu Zan	↓ ↖ ~ ↗ B • D hold
↳ Houkou Tenkan	any direction A • B • C • D x2
Hishô Kyaku S. CANCEL	air ⟳ B • D
Hien Sen	⤻ B • D
Shin Chouzetsu Tatsumaki Shinkuu Zan	⟲⟲ A • C
Can move with ← or →	
Shin Chouzetsu Rin-kaiten Toppa	air ⟳⟳ A • C
Hôô Kyaku	⟳⟲ B • D
Hôô Kyaku	⟳⟲ B D

JHUN HOON

Handou Geki	close ← • → C
Kai Senpû	close ← • → D
Soshuu Geki	→ A
↳ Soshuu Stance	A hold
Ryouko Geki	→ B
↳ Ryouko Stance	B hold
Ryuurou Shuu	air ↓ B
Soshuu Jin	↓ ↓ A
Ryouko Jin	↓ ↓ B
Haiki Jin S. CANCEL	↺ A • C
Han Getsu Zan S. CANCEL	↺ B • D
Kuu Sajin	↓ ↑ A • C

SOSHUU STANCE

Kirikae Kôgeki	← • → B
Shuusou Kyaku (Jôdan)	↑ C
Shuusou Kyaku (Gedan)	C
Taikyoku Ha S. CANCEL	D
Kirikae Dousa (to Ryouko Stance)	B hold

RYOUKO STANCE

Shuuko Geki	↓ C
Hiko Geki	↑ C
Kirikae Kôgeki	← • → A
Mouko Geki	C
Taikyoku Hi	D
Kirikae Dousa (to Soshuu Stance)	A hold
Hôô Tenbu Kyaku	air ↻ ↻ B • D
Hôô Ressou Kyaku	↻ ↻ B • D
Hôô Ressou Kyaku	↻ ↻ B D

KYO KUSANAGI

Move	Input
Ge Shiki: Goufu You	→ B
Ge Shiki: Naraku Otoshi	air ↓ C
88 Hachi Juu Hachi Shiki	↘ D
Hachi Tetsu	close ← • → C
Issetsu Seoi Nage	close ← • → D
75 Shiki: Kai	B . B • D . D
100 Shiki: Oniyaki S. CANCEL	A • C
114 Shiki: Aragami	A
↳ 128 Shiki: Kono Kizu	A • C
↳ 127 Shiki: Yano Sabi	A • C
↳ Ge Shiki: Migiri Ugachi	A • C
↳ 125 Shiki: Nana Se	B • D
127 Shiki: Yano Sabi	A • C
↳ Ge Shiki: Migiri Ugachi	A • C
↳ 125 Shiki: Nana Se	B • D
115 Shiki: Dokugami	C
↳ 401 Shiki: Tsumi Yomi	A • C
↳ 402 Shiki: Batsu Yomi	→ A • C
R.E.D. Kick	B • D
427 Shiki: Hikigane S. CANCEL	B • D
524 Shiki: Kamukura	A • C hold
Ura 108 Shiki: Orochinagi	A • C
Ura 108 Shiki: Orochinagi	A C

IORI YAGAMI

Move	Input
Ge Shiki: Yumebiki	→ A → A
Ge Shiki: Goufu In 'Shinigami'	→ B
Ge Shiki: Yuri Ori	air ← B
(throw) Sakahagi	close ← • → C
(throw) Saka Sakahagi	close ← • → D
Kuzukaze	close hcf → A • C
100 Shiki: Oniyaki S. CANCEL	dp A • C
108 Shiki: Yami Barai S. CANCEL	qcf A • C
127 Shiki: Aoi Hana	qcb A C x3
212 Shiki: Koto Tsuki In	hcb B • D
Ura 327 Shiki: Yami Sugi	qcf qcf A C
Kin 1211 Shiki: Yaotome	qcf hcb A • C
Kin 1211 Shiki: Yaotome	qcf hcb A C

KULA DIAMOND

Move	Input
One Inch S. CANCEL	→ A
Slider Shoot	↘ B
(throw) Ice Coffin	close ← • → C
(throw) Behind Slash	close ← • → D
Diamond Breath S. CANCEL	qcf A • C
Counter Shell	qcb A • C
Crow Bites S. CANCEL	dp A • C
Diamond Edge	qcf qcf A • C
Diamond Edge	qcf qcf A C
Freeze Execution	hcb hcb A C

UNLOCKING ZERO

You need an Unibios to unlock Zero.

You need to have Dip 1-3 on when you're on the player select screen

Unlock Kula Diamond, hold START and press down to select Zero.

Once you have selected him, turn the Dip off.

Nage	close ← • → D
Mabukousou	hcb B
Zanpuu Enpa: Hankyu S. CANCEL	qcf A
Zanpuu Enpa: Satsuma S. CANCEL	qcf C
Zanpuu Enpa: Ouga	dp A
Zanpuu Enpa: Shouha	dp C
Shikka Koujin	qcf D
Gokusa Zanjin	qcf qcf A • C
Hakura Messhou	qcf qcf B • D